

Artur Olar

Gdansk, Poland

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- iOS Software Engineer with over 5 years of software development experience;
- Strong expertise in Swift and experience in Objective C, SwiftUI+Combine technologies;
- Excellent knowledge of database installation and configuration principles;
- Hands-on experience in Continuous Integration using Bitrise;
- Experience working in an Agile development environment;
- Delivery of complex mobile software solutions for Media Streaming, FinTech, AI and other.

I got experience of working in large companies in projects with a different number of people in the team and in a successful startup as the only iOS developer with the appropriate responsibility.

General information

Education	
<i>Educational institution</i>	<i>Brest State Technical University</i>
<i>Specialty/Qualifications</i>	<i>Mechanical Engineering</i>
<i>Diploma/degree</i>	<i>Bachelor's degree</i>
<i>Languages:</i>	
<i>Belarusian, Russian</i>	<i>Native speaker</i>
<i>Polish</i>	<i>Pre-intermediate</i>
<i>English</i>	<i>Intermediate</i>

Technical experience

	Years of experience	Last year of using
Programming Languages		
<i>Objective C</i>	<i>1</i>	<i>2019</i>
<i>Swift</i>	<i>5</i>	<i>2023</i>
Frameworks		

SwiftUI	0.5	2023
Combine	0.5	2023
Databases		
SQLite	1	2020
Realm	0.5	2022
Mobile Technologies		
CoreData	2	2022
ReactiveSwift	0.5	2019
RXSwift	0.5	2022
Social SDK	1	2021
MapKit	2	2023
Firebase Platform	4	2023
Basic Internet Technologies		
REST	5	2023
Operating Systems		
OS X	5	2023
VCS		
GIT	5	2023
GitHub	5	2023
IDE		
XCode	5	2023
QA / Testing Tools		
XCTest	5	2023
Continuous Integration and Delivery		
Bitrise	0.5	2022
Jenkins	0.5	2022
Project Management Tools		
Crashlitycs	2	2021
Fabric	2	2021
Jira	5	2023

Projects

Project	An app for planning a bus journey
Period	08/2022 - 08/2023
Industry	Travel
Project Description	The app helps to plan a bus journey, get bus information, buy tickets
Technologies	Swift, Xcode, MVC->Viper architecture, Cocoapods, GCD, XCTest, Firebase, CoreLocation, Alamofire, MapKit
Role	iOS Developer
Responsibilities	New features implementation, refactoring, writing ui tests and unit tests
Overall Team Size	30

Project	An app for delivering positive emotions
Period	04/2022 - 08/2022
Industry	Lifestyle
Project Description	Mobile application for increasing self-esteem
Technologies	Swift, Xcode, VIPER architecture, Cocoapods, GCD, Firebase
Role	iOS Developer
Responsibilities	Creating a project from scratch to release, using firebase functions, firebase messaging, firebase database
Overall Team Size	1

Project	<i>Language learning app</i>
Period	<i>02/2022 - 08/2022</i>
Industry	<i>Education</i>
Project Description	<i>A mobile application for helping people to learn languages.</i>
Technologies	<i>Swift, Xcode, MVVM architecture, Cocoapods, GCD</i>
Role	<i>iOS Developer</i>
Responsibilities	<i>New features implementation, refactoring</i>
Overall Team Size	<i>10</i>

Project	<i>Coverage SDK by parameterized tests</i>
Period	<i>09/2021 - 02/2022</i>
Industry	<i>Testing</i>
Project Description	<i>Coverage by automated parameterized tests of SDK with data from xml files</i>
Technologies	<i>Swift, Apple Xcode, MVVM architecture, Cocoapods, GCD, XCTest, Jenkins, Allure</i>
Role	<i>iOS Developer</i>
Responsibilities	<i>XML-parser, implementation of SDK coverage by automated parameterized tests using data from xml files</i>
Overall Team Size	<i>5</i>

Project	Application for choosing cosmetics and food products
Period	07/2021 - 09/2021
Industry	Retail and distribution
Project Description	A mobile application that allows you to find out information about products.
Technologies	Swift, MVVM architecture, Alamofire, Firebase, Realm, RXSwift, RxCocoa, OauthSwift
Role	iOS Developer
Responsibilities	New features implementation, refactoring, writing ui tests
Overall Team Size	4

Project	An application that provides a space for the collective work of a geological company
Period	10/2020 - 12/2020
Industry	Society and State
Project Description	A mobile application for helping people working on a common task.
Technologies	Swift, MVVM+R architecture, Alamofire, Firebase, SwiftGen, XCTest
Role	iOS Developer
Responsibilities	New features implementation, refactoring, writing ui tests
Overall Team Size	8

Project	Application for choosing finishing materials using artificial intelligence
Period	10/2019 - 05/2022
Industry	Interior Design

<i>Project Description</i>	<i>Software assistant that helps to choose finishing materials for any room in the house.</i>
<i>Technologies</i>	<i>Swift, MVVM architecture, Alamofire, Firebase, Crashlytics, AppMetrica, CoreML, Vision, SceneKit, CoreMotion, ARKit, XCTest</i>
<i>Role</i>	<i>iOS Developer</i>
<i>Responsibilities</i>	<i>New features implementation, refactoring, writing ui tests</i>
<i>Overall Team Size</i>	<i>15</i>

<i>Project</i>	<i>Wallet application</i>
<i>Period</i>	<i>12/2018 - 10/2019</i>
<i>Industry</i>	<i>Financial services</i>
<i>Project Description</i>	<i>Mobile application, supporting the entire spectrum of digital services in real time: from balances and account information, fund transfers, bill and utility payments, online account opening to foreign currency transactions</i>
<i>Technologies</i>	<i>Swift + Objective-C, VIPER architecture, MapKit, Crashlytics, XCTest, CoreData</i>
<i>Role</i>	<i>iOS Developer</i>
<i>Responsibilities</i>	<i>New features implementation, refactoring, writing unit tests</i>
<i>Overall Team Size</i>	<i>20</i>

<i>Project</i>	<i>Mobile app for taxi drivers and clients.</i>
<i>Period</i>	<i>06/2018 - 12/2018</i>
<i>Industry</i>	<i>Travel</i>
<i>Project Description</i>	<i>The app helps taxi clients to get to any part of their city comfortably and fast.</i>
<i>Technologies</i>	<i>Swift, Reactive Swift, Apple Xcode, MVVM architecture, Alamofire, SwiftGen, Cocoapods, GCD, SQLite, XCTest</i>
<i>Role</i>	<i>iOS Developer</i>

<i>Responsibilities</i>	<i>Communication with product owner and designer, defining application architecture, new features implementation, refactoring, writing unit tests</i>
<i>Overall Team Size</i>	4

<i>Project</i>	<i>Video streaming application</i>
<i>Period</i>	<i>03/2018 - 06/2018</i>
<i>Industry</i>	<i>Video streaming</i>
<i>Project Description</i>	<i>An app for playing stream and local video.</i>
<i>Technologies</i>	<i>Xcode, Jira</i>
<i>Role</i>	<i>iOS Developer</i>
<i>Responsibilities</i>	<ul style="list-style-type: none"> • <i>adding support for playing streams;</i> • <i>bug fixing.</i>
<i>Overall Team Size</i>	20